

CLAIMS

1 1. A multiplayer electronic entertainment system, comprising:

2 a *simulator style* device;

3 a plurality of *video game style* devices arranged in
4 proximity to said *simulator style* device, and

5 network means including a network switch to electrically
6 connect said *simulator style* device to each of said
7 *video game style* devices.

1 2. The multiplayer electronic entertainment system of claim 1
2 including a game computer connected electrically to said
3 network means, and a tracking computer connected electrically
4 to said network means.

1 3. The multiplayer electronic entertainment system of claim 2
2 wherein said plurality of *video game style* devices are
3 arranged in approximately a circle arrangement around said
4 *simulator style* device.

1 4. The multiplayer electronic entertainment system of claim 3
2 wherein said plurality of *video game style* devices are
3 oriented with their screens facing away from the center of the
4 circle, whereby both the *video game* screens and the *simulator*
5 *style* devices are viewable by onlookers.

1 5. The multiplayer electronic entertainment system of claim 4
2 wherein said *simulator* style device is physically elevated
3 whereby the view of said unit to players and onlookers is
4 enhanced.

1 6. The multiplayer electronic entertainment system of claim 4
2 wherein the *simulator* style device includes a three-degree of
3 freedom motion base.

1 7. The multiplayer electronic entertainment system of claim 6
2 wherein each of said *video game* style devices includes a
3 29 inch cathode ray tube display and a 15 inch LCD touchscreen
4 display.

1 8. The multiplayer electronic entertainment system of claim 4
2 additionally comprising a fence between said *simulator* style
3 device and said *video game* style devices.

1 9. The multiplayer electronic entertainment system of claim 6
2 wherein the *simulator* style device includes two player seats.

1 10. The multiplayer electronic entertainment system of claim 9
2 wherein said *simulator* style device includes two wide area
3 collimating displays.